Koopa Troopa

M 4	Koopa weapon
WS 5	R Melee
BS -	Ty Melee
S 2	S User
T 2	AP 0
W 1	D 1
A 1	
Ld 10	
Sv 5+	

Come out of its shell: Keep track of dead models in this unit (as long as they did not perish due to mortal wounds). At the next command phase, roll 1d6 for each dead model. On a 5+, they return to life.

Goomba

M 4	
WS 5	Goomba weapon
BS -	R Melee
S 1	Ty Melee
T 1	S User
W 1	AP 0
A 1	D 1
Ld 10	
Sv -	

Expendable: Other units never take morale checks as a result of the fate of this unit.

Med. Goomba

Ditto above, but w/ M5
S 2
W 2
Transport: capacity: 2 Goombas

Big Goomba

Ditto above, but w/
M 6
S 3
W 4
Transport: capacity: 2 Med Goombas

Dry Bones

M 4	
WS 5	Koopa weapon
BS -	see Koopa Troopa
S 2	
T 2	
W 1	
A 1	
Ld -	
Sv 5+	

Fireproof: this unit takes no dmg from fire or flame-based attacks.

Re-assemble: if any models in this unit are still alive at the beginning of the next Command Phase, this unit returns to full strength. (do not recover mortally-wounded models)

Hammer Bro

M 6	Throwing-Hammers
WS 4	Rng 6"
BS 4	Type Rapid Fire 3
S 3	S User
T 3	AP 0
W 1	Dmg 1
A 1	
Ld 10	Guardian: see below
Sv 5+	

Fire Bro

See Hammer Bro, but weapon has AP -3 + ~~[illegible]~~ S4

Piranha Plant

M 12	Fireball
WS 3	Rng 12"
BS 3	Type Pistol D3
S 3	S 4
T 3	AP -3
W 3	Dmg 1
A 3	
Ld -	
Sv 6+	

Pipe dweller: Ignore movement obstacles + terrain features when you move. -1 to hit rolls when shooting this unit.

Guardian: may always fire overwatch at charging models.

weapon: Spike Ball

Rng 4"
Type Heavy D
S 4
AP -1
Dmg ~~[illegible]~~ 1/MW

Snapping Jaws

Rng 4" enemy
Type Melee gets
S User no counter-
AP 0 attack
Dmg 1 unless in E.R.

Snappy: Attacks first in melee each when not the charging unit.

Red Koopa

Ditto above, but w/ M5, WS 4+, S 3

Purple Koopa

Koopa Troopa, but w/ T 3, W 2, + Sv 4+

Winged Goomba

Goomba, but w/ M 6+ the Flying keyword.

Winged Koopa

Same as Green, Red, or Purple Koopa, but w/ ~~M6~~ & FLY.

Bullet Bill

M ~~10~~ 8	
WS 3	B.B.
BS -	Weapon
S 2	Rng Melee
T 2	Type Melee
W 1	S User
A 1	AP -1
Ld 10	Dmg 1
Sv 5+	

AIRCRAFT

Banzai Bill

Ditto above, but w/ S 4, M 6, Sv 3+ and Weapon Damage 3 and 2 Wounds

Thwomp

M 7	Melee
WS 4	Melee
BS -	User
S 8	0
T 8	D3 Mortal Wounds
W 6	Hits automatically
A 1	
Ld -	
Sv 3+	Inv. FLY

Lakitu

M ~~10~~ 10	max. no min.
WS 4+	Weapon: Spiny ~~shell~~ egg
BS 3+	Rng: 3"
S 2	Type: ~~[illegible]~~ Assault 1
T 2	S: 3
W 1	AP: -2
A ~~1~~	D: 1 Mortal Wound
Ld 10	
Sv 5+	

AIRCRAFT

weapon: ~~buzzy Beetle~~ Spike Ball
Rng: 3"
Type: ~~[illegible]~~ Assault 1
S 3
AP 0
D 1

weapon: bob-ombs
Rng: 3"
Type: Grenade d6
S 3
AP 0
D 1
Blast

Chain Chomp

M 5	
WS 3	Weapon: Jaws of steel
BS -	Rng Melee
S 6	Type Melee
T 5	S User
W 4	AP -1
A 1	Dmg 2
Ld ~~8~~ -	
Sv 4+	

Lunger: This unit's models may never make more than 1 attack in a phase. (each)

Fire Snake

M 5	
WS 5	Weapon
BS -	Rng Melee
S 4	Type Melee
T 4	S 6
W 1	AP -3
A 1	Dmg 2
Ld -	
Sv 6+	

Ability: Unquenchable: This unit only takes damage from ~~mortal wounds~~ ~~[illegible]~~ (see dry bones)

mortal wounds

(Ability: Fireproof

Infantry
Goomba
Koopa Troopa
Dry Bones
Shy Guys
Hammer Bro
Fire Bro
Giant Goomba

Fliers
Parakoopa
Paragoomba
~~Bowser~~ Kamek
Boos
Thwomp
Lakitu Beezo
Bullet Bill
Banzai Bill
~~Boos~~ Bowser Jr.

Characters
Bowser
Bowser Jr.
Larry
Lemmy
Wendy
Ludvig
Other Koopalings
Kamek
King Boo
Amazing Flyin' Hammer Brother

Psykers
Kamek
~~King Boo~~
~~Boos~~
Boos
King Boo
Shy guys

Crawlers
Buzzy Beetle
Bob-Ombs
Spiny shells

Stationary
Pipes
Piranha Plant
Chain Chomp

Other
Fire Snake
Blooper
Lava Bubble
cheep cheep

rare stuff are spells

Vehicles
Autobomb
Clown Cup
Koopa Heli-Ship

~~Artillery~~
Stone Spike
Huck-it crab

Inspiring Presence:
friendly units w/in 12" and LoS gain +2 to hit and wound rolls and +2 to saving throws.

Jurassic Joust

* models engagement range, attempt fail to wound in melee take 1 mw.

Spike
M 4 WS 4 BS 4 S 4 T 4 W 4 A 4 Ld 10 Sv 6+

~~Spike~~ spike ball
Rng 12 Type Heavy d6
S 8 AP ~~-2~~ -1 Dmg 2
Cannot be used against AIRCRAFT.

3 auto hits ~~[illegible]~~
(Once rolled, 3 are auto hits so roll a 4, 3 hit auto, roll for 1 of them) vs *1+ unit, all attacks hit automatically.
can be used in ~~[illegible]~~

Shy Guy
M 5 WS 4 BS 4 S 2 T 2 W 1 A 1 Ld 10 Sv 6+

Hammer
R Melee T Melee S ~~4~~ 3 AP 0 D 1

Bob-omb
R 6" T Grenade D3 S 3 AP 0 Dmg 1 Blast

Beezo
Shy Guy but w/ M 8 + Fly.

Huck-it Crab
M 4 WS ~~4~~ BS 4 S 2 T 2 W 1 A 1 Ld 10 Sv 5+

Claw
R Melee T Melee S 3 AP 0 D 1

Rock
R 8" Type Assault 2 S 3 AP 0 D 1

Character: Bowser
M 6" WS 3 BS 5 S 10 T 10 W 8 A 3 Ld 12 Sv 3+/2++

Claws & Jaws
R Melee, Type Melee, S user, AP -4, Dmg 2

Fiery Breath
R 9, Type Rapid-Fire 3, S 7, AP -2 Dmg 2
Spiked shell: enemies who take 1 mw.

Spiny Shell
M 4 WS 5 BS - S 3 T 4 W 1 A 1 Ld 10 Sv 3+

weapon: shell
Rng Melee Type Melee S ~~4~~ AP -2 Dmg 1 mw

Tank:
Gain a 2+ Inv. Save, but not against fire or energy attacks.

Bob-ombs
M 4 WS 1 BS - S 6 T 4 W 1 A - Ld - Sv -

Wind up bob-omb
Type Melee, model receives one attack, S6 AP 0 Dmg 1 Blast

Magikoopa
M 6 WS ~~5~~ - BS - S 2 T 2 W 1 A 1 Ld 5 Sv 4++ Inv

no min.
Psyker
AIRCRAFT
~~Attempt~~ it's A Kind of Magic
successful psyker tests do not raise the Warp charge of Smite.
Ignore the "roll of 11 is D6 MWs" rule.

Buzzy Beetle
M 4 WS 5 BS - S 3 T 4 W 1 A 1 Ld 10 Sv 3+

Come out of its Shell:
See 'Koopa troopa'.

Fireproof:
See 'dry bones'.
* if it doesn't blink it is ++ ignored, ignore this

Boos
M 8 max 3 min* WS 4 BS - S 2 T 2 W 1 A 1 Ld 5 Sv -

Don't Blink:
Boos can't move when in LoS of the enemy.

Ethereal:
All Dmg from R&M is reduced to 0.
AIRCRAFT
PSYKER
S6 AP 0 1 mw